**COFFEE GAME GDD**

**OVERVIEW:** in CF (coffee game) you play as a barista in a coffee shop who must fill customer’s orders much in the way that the player does in *Cook Serve Delicious.* The player must grind the beans, fulfill particular orders, and do so within a particular timeframe in order to ensure customer satisfaction. However, the player must also contend with a finicky coffee maker on the verge of self-destruction. As the game progresses, the coffee maker becomes more dilapidated and dysfunctional, inhibiting the player’s ability to fill orders and, ultimately, leading to the player-character getting fired.

**FULFILLING ORDERS:** in CF, the fundamental gameplay the player experiences will be filling customer orders. When an order is received, it will have variables such as temperature, size, and coffee type. Maybe as stretch goals also include sugar/no sugar, whipped cream/no whipped cream, and added chocolate for café mochas. The equipment necessary for the player to fulfill all of the components of an order will be presented to the player as though behind a counter, and the player will have to move between different views in order to access the different pieces of equipment: not everything will be viewable at once. As of now this equipment includes a bag of coffee beans, a coffee grinder and a coffee maker. The player must drag beans from the coffee bag into the coffee grinder, spin a lever to grind the beans, then place the ground beans into the coffee maker. Any given order will have a countdown timer that initiates once the order is placed. If an order’s countdown timer runs out, customer satisfaction depletes. As to whether or not customer satisfaction can be recovered is undetermined. Once customer satisfaction is completely depleted, the player-character is fired and the game ends.

**ORDER VARIABLES:** As of now, the order variables discussed include the temperature of the order, coffee type, and size. As stated before, perhaps more could be introduced as stretch goals. Choosing a temperature is dependent on a knob on the coffee machine that the player moves between 3 different temperatures: hot, medium and cold. Whatever temperature it’s set to dictates the temperature of the coffee that is dispensed. The different coffee types will be represented by different nozzles on the coffee maker, with each nozzle dispensing a different type of coffee. Note that temperature and coffee type are not the same thing, and that a given coffee type can be served at varying temperatures. Order size is delivered as a number, representing the desired number of coffee “units”. Each nozzle on the coffee maker dispenses coffee one unit at a time when pressed, so in order to fill an order that’s 3 units large, a particular nozzle has to be pressed 3 times.

**INTERFACE:**

**Orders**

Orders will be received from a drop-down menu, and will read in the order of coffee type, temperature and size. Type will be represented by a symbol, temperature by the words hot, medium or cold colored red, yellow and green respectively, and size by a simple number, maybe ranging from 1 to 3. The countdown timer for an order will be displayed on the right side of the menu from the corresponding order. I imagine this menu will take up at least half the screen when opened.

**Customer Satisfaction**

This will be represented by a bar on either the top or bottom of the screen. Maybe on the bottom of the screen so that it doesn’t get covered up when the order menu is open.

**Moving Between Views**

In order to switch between the different views behind the counter and see all the equipment, the player must press arrows located on the bottom left and right hand corners of the screen. Pressing an arrow will move the player in that arrow’s respective direction. As of now all I can think of are two different views, being left and right. On the left will be the beans and coffee grinder, and on the right will be the coffee maker. Maybe another view with other goodies as a stretch goal (cash register, refrigerator).

**Interaction with Game Objects**

Most game objects need to be physically dragged from one piece of equipment to another. Beans must be dragged with a held finger from a bag to the coffee grinder. Maybe in order to spin the grinder, the player holds their finger over the grinder and a pinwheel pops up which the player spins with their finger. In order to drag the ground beans into the coffee maker, which is located on a different screen from the grinder, the player picks up the filter with the ground beans and drags them over the arrow that would take them to the coffee maker. When this takes the player to the view of the coffee maker, they simply drag the ground beans onto the coffee maker. The player must then take a cup (maybe a cup icon on the screen that provides a cup when pressed) and drag it under the appropriate nozzle on the coffee maker. Getting within an approximate range of a particular nozzle will cause the cup to snap under it. A button above the nozzle is pressed to dispense however many units of coffee the order demands. The cup is then dragged above the counter and released, completing the order.

**COFFEE MAKER:** Now we get to the important bit. It’s important that the coffee maker has various stages of degradation that hinder the player. The first and simplest thing that goes wrong with the coffee maker is that a crack on it causes coffee to leak out. When this happens, the coffee maker takes longer to dispense a unit of coffee. The leak can be stopped by dragging a roll of tape from under the counter across the leak, taping the crack. This will only provide a temporary fix, with the tape wearing down and perhaps more cracks appearing on the machine over time. A second thing that can go wrong with the maker is the temperature going on the fritz. The temperature knob becomes stuck on a particular temperature (needs to be communicated that unmovable knob is by design and not because of a broken game) causing the player to only be able to fulfill orders with one type of temperature. In order to fix it, the machine must be turned off (switch on top next to temperature dial?) and repaired. This is done by picking up a wrench from under the counter and holding if over the coffee maker for a certain amount of time. Perhaps as a stretch goal, the spilled coffee from leaks must be cleaned up with paper towels or else it will drip onto an electrical socket and cause a fire which the player must extinguish.

Perhaps each of these scenarios is introduced individually before being allowed to occur at the same time.

**STORY PREMISE:** You have been given access to an experimental all-in-one coffee maker that is also a piece of crap. More stuff later.

**ART STYLE:** I have faith in Kasalina and Anthony

**MUSIC:** I’ll think of something